PATENT ABSTRACTS OF JAPAN

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(21)Application number : 11-135598   (71)Applicant : TAITO CORP

(22)Date of filing :   17.05.1999   (72)Inventor : YAKUWA TOMOHIKO

(54) VIDEO TYPE BASEBALL GAME DEVICE

(57)Abstract:
PROBLEM TO BE SOLVED: To keep a player or the side at bat from knowing the course of a ball before pitching and to allow anyone to easily throw a variety of balls.
SOLUTION: A defense-side control parts is provided with a pitching course setting means 50, a ball kind setting means 51, a ball speed setting means 53 and a pitching instruction means 54. After the pitching course, the kind of ball, and the speed of ball are set by the respective setting means, pitching is ordered. Preferably, an area into which balls can be thrown is divided into a plurality of areas, and the coarse of the ball can be set by designating the desired area.
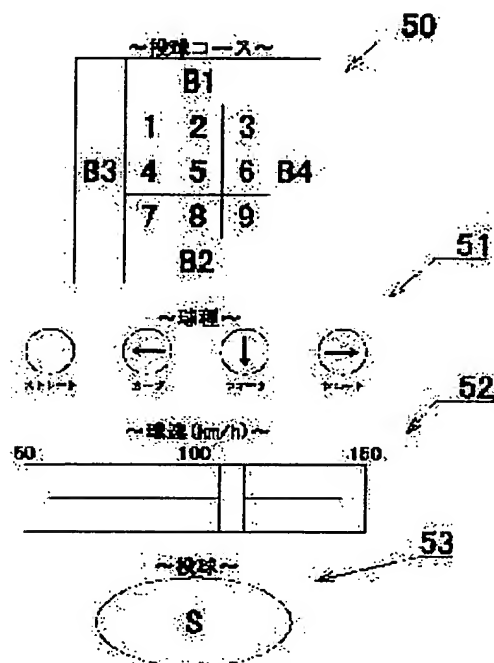
LEGAL STATUS

[Date of request for examination]

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decision of rejection]
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CLAIMS

[Claim(s)]
[Claim 1] The defense control section operated by the defense player (5), The attack side
control section operated by the attack side player (3), The program beforehand determined as
the video monitor (4) which displays the sight near the home base is followed. CPU which
performs an operation required in order to display actuation of the ball and batter who were
given up following the input from the defense control section (5) and the attack side control
section (3) on a video monitor (4) (1), In the waging-war mold video type baseball game
equipment to provide and which imitated the offense and defense of a pitcher and a batter The
defense control section (5) operated by the defense's player A pitching course programmer
means (50), a pitch type setting means (51), a speed-of-a-pitched-ball setting means (52), and
a pitching command means (53) are provided. Above video type baseball game equipment
constituted so that a pitching course might be computed based on the data set as the above-
mentioned pitching course programmer means (50), the pitch type setting means (51), and the
speed-of-a-pitched-ball setting means (53).
[Claim 2] Video type baseball game equipment according to claim 1 with which the field which
the field which can pitch is divided into plurality and should pitch with a pitching course
programmer means (5) is specified.

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention] This invention relates to the video type baseball game equipment of the waging-war mold which imitated the offense and defense of a pitcher and a batter. In addition, with baseball, all the games of the type with which a pitcher and batters, such as a softball and a cricket, are pitched against each other shall be included among this specification.
[0002]
[Description of the Prior Art] Generally, with video type baseball game equipment, the player of an attack side and the defense looks at the same video monitor, and plays. When you are going to make it pitch to a pitcher, the batter who saw by the eye line from a backstop side or a mound side, and that batter's strike zone are displayed on this video monitor. At this time, the mark which shows a pitching course is displayed in this strike zone and near it, and the defense's player operates the cross-joint key on a control panel, moves the location of that mark, and sets up a pitching course.
[0003] However, since the situation of a setup of a course was also looking at the player by the side of an attack with the defense's player, the pitching course understood it before pitching and there was a problem that enjoyment was halved in the player by the side of an attack. Although it is solvable if this problem extends one video monitor for batter players and it is made not to display on the video monitor by the side of an attack the mark which shows a pitching course, since the control unit for the video monitor extended and its value monitor was needed, the scale of equipment became large and there was a problem that cost increased.
[0004] Moreover, although a pitching command carbon button is pushed and it is ordered pitching with conventional video type baseball game equipment after setting up a pitching course and speed of a pitched ball, the direction which presses a cross-joint key and changes immediately after ordering it pitching is specified and extent of change is decided with the die length of the pushed time amount to throw a breaking pitch. For this reason, there was a problem that it was difficult to apply change to a desired direction and desired extent in a player with an awkward hand, and the player which is not used to actuation. Moreover, since the breaking pitch was decided by actuation of a cross-joint key, there was a problem that a pitch type was also restricted.
[0005]
[Problem(s) to be Solved by the Invention] It is made in order that this invention may solve the above-mentioned problem, and it is to enable it to give up a pitch type with various anyone simply while making it a pitching course not understand the purpose before pitching to the player by the side of an attack.
[0006]
[Means for Solving the Problem] The above-mentioned problem is constituted so that it may be ordered pitching, after forming a pitching course programmer means, a pitch type setting

means, a speed-of-a-pitched-ball setting means, and a pitching command means pitching course in the defense control section and setting a pitching course, a pitch type, and speed of a pitched ball as it with each setting means, the field which can pitch is preferably divided to plurality, and it enables it to set up a pitching course by specifying a desired field.
[0007]
[Embodiment of the Invention] Hereafter, a drawing explains the detail of this invention. The conceptual diagram showing the main configurations of the video type baseball game equipment which drawing 1 requires for this invention, and drawing 2 are the top views showing the configuration of each setting means shown in drawing 1 . For CPU and 2, as for the attack side control section and 4, a game control circuit and 3 are [one / a video monitor and 5] the defense control sections among drawing.
[0008] CPU1 controls actuation of this video type baseball game equipment. The game control circuit 2 holds the data for performing a baseball game, by the command of CPU1, performs a necessary operation and outputs image data required for game advance. The carbon button on the control panel which is not illustrated etc. is operated by the player by the side of an attack, and the attack side control section 3 controls blow movement of the batter character displayed on a video monitor 4, a runner's run, etc. This actuation data is outputted to the game control circuit 2 via CPU1.
[0009] A video monitor 4 indicates by playback the image data inputted from the game control circuit 2 via CPU1. The defense control section 5 possesses the pitching course programmer means 50, the pitch type setting means 51, the speed-of-a-pitched-ball setting means 52, the pitching command means 53, the electrical signal conversion circuit 54, and an interface circuitry 55. Moreover, although it has the defense location of the defense character, and a means to order it the pitching direction etc., since this defense control section 5 does not change these to the conventional thing, it omits that explanation here.
[0010] The pitching course programmer means 50, the pitch type setting means 51, the speed-of-a-pitched-ball setting means 52, and the pitching command means 53 are allotted as shown on the control panel which is not illustrated at drawing 2 . The pitching course programmer means 50 is a carbon button which consists of a ball field which consists of the strike field which shows the strike zone seen from the mound side, and its near, and was divided into three-line three trains, the high ball field allotted to the four directions of a strike field, respectively, a low ball field, a left ball field, and a right ball field. The pitch type setting means 51 consists of a straight carbon button and curve carbon button, a fork carbon button, and a chute carbon button.
[0011] The speed-of-a-pitched-ball setting means 52 is a slide type tongue. The pitching command means 53 is the carbon button of a piece. The electrical signal conversion circuit 54 changes into an electrical signal the signal outputted from the pitching course programmer means 50, the pitch type setting means 51, the speed-of-a-pitched-ball setting means 52, and the pitching command means 53, and outputs it to the external interface circuitry 55. The external interface circuitry 55 changes the electrical signal from the electrical signal conversion circuit 54 into various setting data, and outputs it to CPU1. In addition, the attack side control section 3 and the defense control section 5 are formed the lot every, respectively for each player, and the control section usable whenever an attack and defense interchange is changed so that two players can carry out the waging-war play of this video type baseball game equipment.
[0012] The pitching operating instructions in this video type baseball game equipment are shown below. The defense's player moves the tongue of the speed-of-a-pitched-ball setting means 52 to right and left, and sets up speed of a pitched ball while it chooses the pitch type of the ball which pushes the carbon button of a course to pitch out of the pitching course programmer means 50, and is pitched from the pitch type setting means 51 in a course again.

Then, if the carbon button of the pitching command means 53 is pushed, the set-up data are sent out to the game control circuit 2, the locus of the ball pitched is computed, the pitcher who has projected on the video monitor 4 will start pitching actuation, and a ball will be thrown in the direction of the home base based on the inputted data.

[0013] Therefore, the defense's player can make him throw simply a desired pitch type and the ball of speed of a pitched ball so that the player by the side of an attack may not understand a pitching course until the pitcher currently displayed on the video monitor 4 pitches. In addition, this invention is not limited to the above-mentioned example, and the panel by which the carbon button of each control section etc. is prepared is used as a liquid crystal touch panel, and it may be made to carry out highlighting of the carbon button chosen, the class of a pitching course or pitch type may be made [more] than an example, and speed of a pitched ball may not be the thing of a slide tongue type.

[0014] Moreover, a touch panel is adopted as a pitching course programmer means, and you may enable it to pitch on a desired course, and arrangement of each setting means and a command means can be changed freely. Moreover, it may exchange, whenever you may make it the business which prepares this defense control section in the controller of a cable or wireless, and the defense control section may be prepared in the exclusive controller of game equipment for home use, you may enable it to be pitched against each other against a computer and offense and defense change an attack side and the defense control section, and you may play.

[0015]
[Effect of the Invention] A desired pitch type and the ball of speed of a pitched ball can be made to be simply thrown so that the player by the side of an attack may not understand a pitching course when based on this invention since this invention is constituted as mentioned above until the defense's player is pitched by the pitcher currently displayed on the video monitor 4.

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TECHNICAL FIELD

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PRIOR ART

[Description of the Prior Art] Generally, with video type baseball game equipment, the player of an attack side and the defense looks at the same video monitor, and plays. When you are going to make it pitch to a pitcher, the batter who saw by the eye line from a backstop side or a mound side, and that batter's strike zone are displayed on this video monitor. At this time, the mark which shows a pitching course is displayed in this strike zone and near it, and the defense's player operates the cross-joint key on a control panel, moves the location of that mark, and sets up a pitching course.

[0003] However, since the situation of a setup of a course was also looking at the player by the side of an attack with the defense's player, the pitching course understood it before pitching and there was a problem that enjoyment was halved in the player by the side of an attack. Although it is solvable if this problem extends one video monitor for batter players and it is made not to display on the video monitor by the side of an attack the mark which shows a pitching course, since the control unit for the video monitor extended and its value monitor was needed, the scale of equipment became large and there was a problem that cost increased.

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EFFECT OF THE INVENTION

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TECHNICAL PROBLEM

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above-mentioned problem, and it is to enable it to give up a pitch type with various anyone
simply while making it a pitching course not understand the purpose before pitching to the
player by the side of an attack.

[Translation done.]

MEANS

[Means for Solving the Problem] The above-mentioned problem is constituted so that it may be ordered pitching, after forming a pitching course programmer means, a pitch type setting means, a speed-of-a-pitched-ball setting means, and a pitching command means pitching course in the defense control section and setting a pitching course, a pitch type, and speed of a pitched ball as it with each setting means, the field which can pitch is preferably divided to plurality, and it enables it to set up a pitching course by specifying a desired field.
[0007]
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[Translation done.]

* NOTICES *

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1] It is the conceptual diagram showing the main configurations of the video type baseball game equipment concerning this invention.
[Drawing 2] It is the top view showing the configuration of the setting means shown in drawing 1 .
[Description of Notations]
1 CPU
2 Game Control Circuit
3 Attack Side Control Section
4 Video Monitor
5 Defense Control Section
50 Pitching Course Programmer Means
51 Pitch Type Setting Means
52 Speed-of-a-Pitched-Ball Setting Means
53 Pitching Command Means
54 Electrical Signal Conversion Circuit
55 Interface Circuitry

[Translation done.]

* NOTICES *

DRAWINGS

[Drawing 1]

[Drawing 2]

~投球コース~

	B1		
B3	1	2	3	B4
	4	5	6	
	7	8	9	
	B2		

50

51

~球種~

◯ ⬅ ⬇ ➡

ストレート　カーブ　フォーク　シュート

52

~球速 (km/h) ~

50　　　　100　　　　150

53

~投球~

S
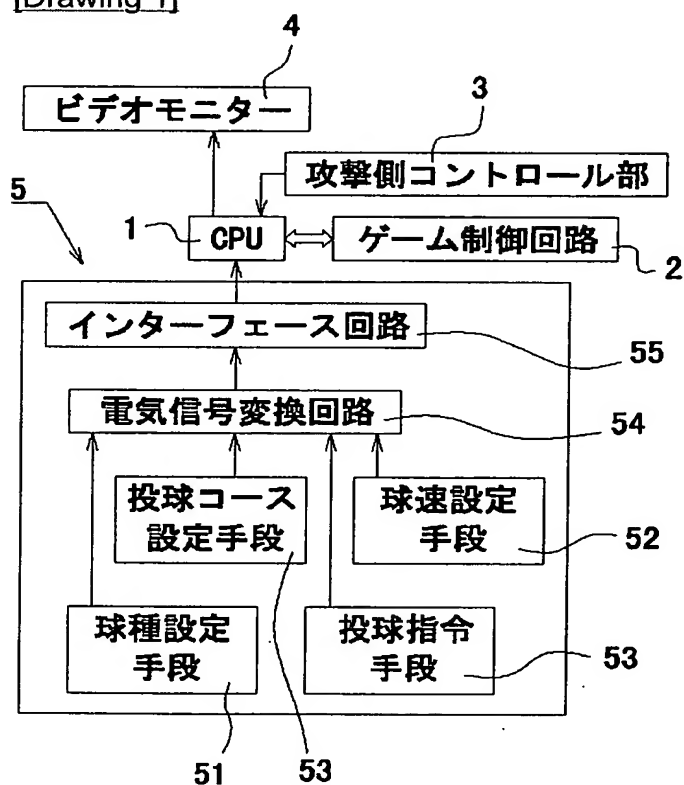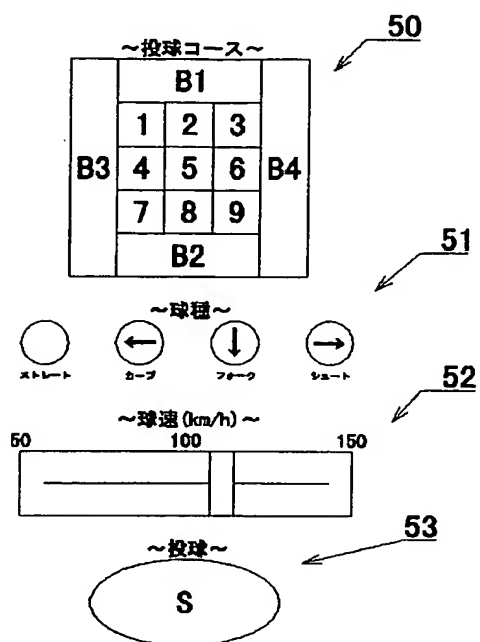
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VIDEO TYPE BASEBALL GAME DEVICE

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Abstract of JP2000325654

PROBLEM TO BE SOLVED: To keep a player or the side at bat from knowing the course of a ball before pitching and to allow anyone to easily throw a variety of balls. SOLUTION: A defense-side control parts is provided with a pitching course setting means 50, a ball kind setting means 51, a ball speed setting means 53 and a pitching instruction means 54. After the pitching course, the kind of ball, and the speed of ball are set by the respective setting means, pitching is ordered. Preferably, an area into which balls can be thrown is divided into a plurality of areas, and the coarse of the ball can be set by designating the desired area.
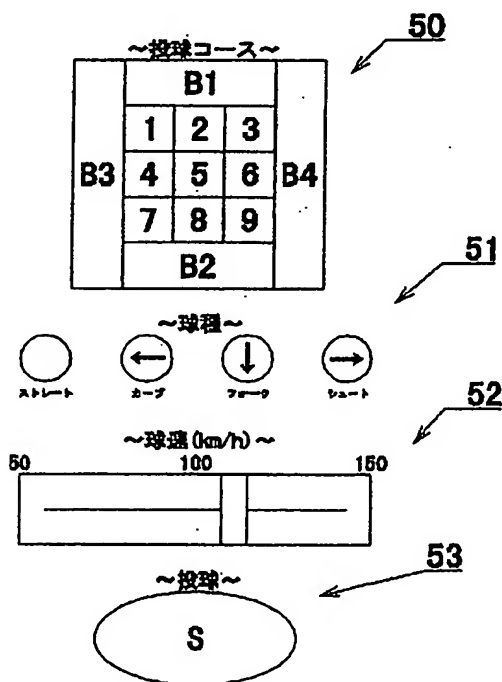
(54)【発明の名称】　ビデオ式野球ゲーム装置

(57)【要約】

【課題】攻撃側のプレーヤーに投球前に投球コースが分からないようにすると共に、誰でも様々な球種を簡単に投げられるようにする。

【解決手段】守備側コントロール部5に、投球コース設定手段50、球種設定手段51、球速設定手段53及び投球指令手段54を設け、投球コース、球種及び球速をそれぞれの設定手段によって設定した後、投球を指令するよう構成し、好ましくは、投球し得る領域を複数に分割しておき、所望の領域を指定することにより投球コースを設定できるようにする

-1-

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【特許請求の範囲】

【請求項１】　守備側プレイヤーにより操作される守備側コントロール部（５）と、攻撃側プレイヤーにより操作される攻撃側コントロール部（３）と、ホームベース近傍の情景を表示するビデオモニター（４）と、予め定められたプログラムに従い、守備側コントロール部（５）と攻撃側コントロール部（３）からの入力に応動して投げられたボールと打者の動作をビデオモニター（４）に表示するために必要な演算を行うＣＰＵ（１）と、を具備する、投手と打者との攻防を模した対戦型ビデオ式野球ゲーム装置において、

守備側のプレーヤーにより操作される守備側コントロール部（５）が、投球コース設定手段（５０）、球種設定手段（５１）、球速設定手段（５２）及び投球指令手段（５３）とを具備し、上記投球コース設定手段（５０）、球種設定手段（５１）及び球速設定手段（５３）に設定されたデータに基づき投球コースが算出されるよう構成された上記のビデオ式野球ゲーム装置。

【請求項２】　投球し得る領域が複数に分割され、投球コース設定手段（５）によって投球すべき領域が指定される請求項１に記載のビデオ式野球ゲーム装置。

【発明の詳細な説明】

【０００１】

【発明の属する技術分野】本発明は、投手と打者の攻防を模した対戦型のビデオ式野球ゲーム装置に関する。なお、本明細書中、野球とは、ソフトボールやクリケットなどの投手と打者が対戦するタイプの全てのゲームを含むものとする。

【０００２】

【従来の技術】一般的に、ビデオ式野球ゲーム装置では、攻撃側及び守備側のプレーヤーが同じビデオモニターを見てプレーするようになっている。投手に投球を行わせようとするとき、このビデオモニターには、バックネット又はマウンド側などからの目線で見た打者及びその打者のストライクゾーンが表示される。このとき、このストライクゾーン内又はその近辺に、投球コースを示すマークが表示されており、守備側のプレーヤーはコントロールパネル上の十字キーを操作するなどして、そのマークの位置を移動させ、投球コースを設定する。

【０００３】しかしながら、コースの設定の様子は、攻撃側のプレーヤーも守備側のプレーヤーと共に見ているので、攻撃側のプレーヤーには、投球前に投球コースが分かってしまい、面白味が半減するという問題があった。この問題は、打者プレイヤー用のビデオモニターを一台増設し、攻撃側のビデオモニターには投球コースを示すマークを表示させないようにすれば解決できるが、増設されるビデオモニター及びそのモニター表示のための制御装置が必要となるため、装置の規模が大きくなり、コストがかさむという問題があった。

【０００４】また、従来のビデオ式野球ゲーム装置で

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は、投球コース及び球速を設定した後、投球指令ボタンを押すなどして投球を指令するが、変化球を投げたいときには、投球を指令した直後に十字キーを押して変化する方向を指定し、その押している時間の長さによって変化の程度を決めるものである。このため、手先の不器用なプレーヤーや、操作に慣れていないプレーヤーには、所望の方向及び程度に変化をかけることが難しいという問題があった。また、十字キーの操作によって変化球が決まるので、球種も限られるという問題があった。

【０００５】

【発明が解決しようとする課題】本発明は上記の問題を解決するためになされたものであり、その目的は、攻撃側のプレーヤーに投球前に投球コースが分からないようにすると共に、誰でも様々な球種を簡単に投げられるようにすることにある。

【０００６】

【課題を解決するための手段】上記の問題は、守備側コントロール部に、投球コース設定手段、球種設定手段、球速設定手段及び投球指令手段投球コースを設け、投球コース、球種及び球速をそれぞれの設定手段によって設定した後、投球を指令するよう構成し、好ましくは、投球し得る領域を複数に分割しておき、所望の領域を指定することにより投球コースを設定できるようにする。

【０００７】

【発明の実施の形態】以下、図面により本発明の詳細を説明する。図１は本発明にかかるビデオ式野球ゲーム装置の主要構成を示す概念図、図２は図１に示した各設定手段の構成を示す平面図である。図中、１はＣＰＵ、２はゲーム制御回路、３は攻撃側コントロール部、４はビデオモニター、５は守備側コントロール部である。

【０００８】ＣＰＵ１は、このビデオ式野球ゲーム装置の作動を制御するものである。ゲーム制御回路２は、野球ゲームを行うためのデータを保持し、ＣＰＵ１の指令により、所要の演算を行ってゲーム進行に必要な画像データを出力する。攻撃側コントロール部３は、その図示しないコントロールパネル上のボタンなどが攻撃側のプレーヤーによって操作され、ビデオモニター４に表示される打者キャラクターの打撃運動や、ランナーの走塁などを制御する。この操作データはＣＰＵ１を経由してゲーム制御回路２に出力される。

【０００９】ビデオモニター４は、ＣＰＵ１を経由してゲーム制御回路２から入力される画像データを再生表示する。守備側コントロール部５は、投球コース設定手段５０と、球種設定手段５１と、球速設定手段５２と、投球指令手段５３と、電気信号変換回路５４と、インターフェース回路５５とを具備する。また、この守備側コントロール部５は、守備キャラクターの守備位置や、送球方向などを指令する手段を有するが、これらは従来のものと変わらないため、ここではその説明を省略する。

【００１０】投球コース設定手段５０と、球種設定手段

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５１と、球速設定手段５２と、投球指令手段５３は、図示しないコントロールパネル上に、図２に示したように配されるものである。投球コース設定手段５０は、マウンド側から見たストライクゾーン及びその近傍を示すものであり、３行３列に分割されたストライク領域と、ストライク領域の上下左右にそれぞれ配される高ボール領域、低ボール領域、左ボール領域及び右ボール領域からなるボール領域とからなるボタンである。球種設定手段５１は、ストレートボタン、カーブボタン、フォークボタン及びシュートボタンからなる。

【００１１】球速設定手段５２は、スライド式つまみである。投球指令手段５３は、一個のボタンである。電気信号変換回路５４は、投球コース設定手段５０と、球種設定手段５１と、球速設定手段５２と、投球指令手段５３から出力される信号を電気信号に変換し、外部インターフェース回路５５に出力する。外部インターフェース回路５５は、電気信号変換回路５４からの電気信号を各種設定データに変換し、ＣＰＵ１に出力する。なお、このビデオ式野球ゲーム装置は、二人のプレーヤーが対戦プレイできるよう、各プレーヤーのためにそれぞれ攻撃側コントロール部３及び守備側コントロール部５が一組ずつ設けられており、攻撃及び守備が入れ替わるたびに使用可能なコントロール部が切り替えられるようになっている。

【００１２】このビデオ式野球ゲーム装置での投球操作方法を以下に示す。守備側のプレーヤーは、投球コース設定手段５０の中から、投球したいコースのボタンを押してコースを、また、球種設定手段５１から投球されるボールの球種を選ぶと共に、球速設定手段５２のつまみを左右に移動させて球速を設定する。この後、投球指令手段５３のボタンを押すと、設定されたデータがゲーム制御回路２に送出され、投球されるボールの軌跡が算出され、ビデオモニター４に映し出されている投手が投球動作を開始し、入力されたデータに基づいてホームベース方向にボールが投げられる。

【００１３】従って、守備側のプレーヤーは、ビデオモニター４に表示されている投手に、投球されるまでは攻撃側のプレーヤーに投球コースが分からないように、所望の球種及び球速のボールを簡単に投げさせることができるようになる。なお、本発明は上記の実施例に限定さ

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れるものではなく、例えば、各コントロール部のボタン等が設けられるパネルは液晶タッチパネルとし、選択されているボタン等をハイライト表示するようにしてもよく、また、投球コースや球種の種類は実施例より多くしてもよく、また、球速は、スライドつまみ式のものでなくてもよい。

【００１４】また、投球コース設定手段にタッチパネルを採用し、所望のコースに投球できるようにしてもよく、また、各設定手段及び指令手段の配置は自由に変更できる。また、この守備側コントロール部を有線又は無線のコントローラーに設ける用にしてもよく、守備側コントロール部を家庭用のゲーム装置の専用コントローラーに設けてもよく、また、コンピューターを相手に対戦できるようにしてもよく、また、攻撃側及び守備側コントロール部を攻守が交代するたびに交換してプレーしてもよい。

【００１５】

【発明の効果】本発明は上記のように構成されるので、本発明によるときは、守備側のプレーヤーが、ビデオモニター４に表示されている投手に、投球されるまでは攻撃側のプレーヤーに投球コースが分からないように、所望の球種及び球速のボールを簡単に投げさせることができるようになる。

【図面の簡単な説明】

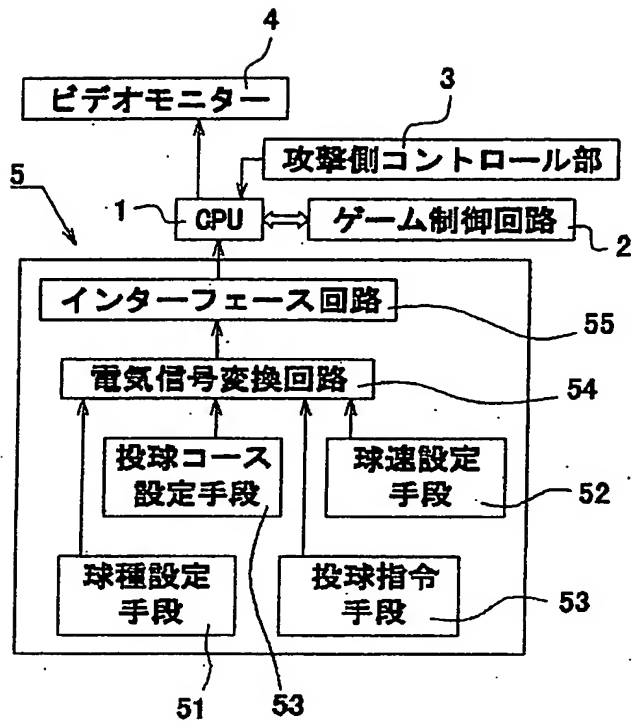【図１】本発明にかかるビデオ式野球ゲーム装置の主要構成を示す概念図である。

【図２】図１に示した設定手段の構成を示す平面図である。

【符号の説明】

１　　　　ＣＰＵ

２　　　　ゲーム制御回路

３　　　　攻撃側コントロール部

４　　　　ビデオモニター

５　　　　守備側コントロール部

５０　　　投球コース設定手段

５１　　　球種設定手段

５２　　　球速設定手段

５３　　　投球指令手段

５４　　　電気信号変換回路

５５　　　インターフェース回路

【図1】

【図2】


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ビデオモニター ─── 4

          攻撃側コントロール部 ─── 3

  5    1  CPU ⟺ ゲーム制御回路 ─── 2

      インターフェース回路 ─── 55

      電気信号変換回路 ─── 54

   投球コース        球速設定
   設定手段          手段      ─── 52

   球種設定        投球指令
   手段            手段        ─── 53

      51    53
```



```
~投球コース~                    50
   B1
   1  2  3
B3 4  5  6  B4
   7  8  9
   B2

~球種~                          51
 ○  ←  ↓  →
ストレート シュート フォーク シュート

~球速(km/h)~                    52
50      100      150

~投球~                          53
   S
```

—4—